
Title: Chapter Four, Part 1

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Fourth Chapter: Shattered
Legacy

Following the death of
Mondain, Mondain's remains
- his heart, brain, and an
arm - came into the
possession of monks of
the Brotherhood of the
Rose. Each year since,
the remains had been put
on display in
commemoration of the
Stranger's victory, and
300 years after
Mondain's defeat, the
next place for display
was Vesper. The fates of
the shards of the
shattered Gem, however,
were unknown until that
time. Some may wonder
how there may be gems
within the worlds if the
worlds are in the gems,
but rest assured many
saw them with their own
eyes. Scattered
throughout the land were
strange tombstones with
odd riddles, and the
solution to these riddles
lead seekers to find
those lost shards, but
the shards themselves
also offered riddles, and
these led to a prophecy:

"Upon a day when snow
doth fall,
A gathering will form of
noblemen,
Among them some who
quarrel still,
Between free will and the
civil man.
Whilst watched by mice

and monsters both,
A challenge shall be made,
That breaketh lances and
severs growth,
And stains fair grass
with hate.
Perhaps one day
shall reconcile,
Two men whose hearts
were once the same.
Till then the world shall
tremble dire,
And none shall fix the
blame."

Within the week, Lord
British issued a
proclamation that to stem
the growing tide of crime
and murder in the land,
an order of knights were
to be established who
would wear shields bearing
the king's symbol of the
silver serpent and bring
order to the land. Lord
Blackthorn in response
also established a
knighthood to bear his
own symbol and to oppose
tyranny. The two resolved
that these orders of
knights would have leave
to fight freely, even
within the cities, without
interference of the
guards.

In the wake of
these announcements, the
city of Wind, long
forgotten, revealed itself
to the world and invited
the most skilled mages to
join Wind and pursue the
principle of Balance. The
Order and Chaos knights
continue to battle
unabated, regardless,
even to this
day.

Only a great
disturbance in the aether
could have called the
shards from the deep,
and from our historical

perspective, we can guess at the cause of that disturbance: our Britannia's first encounter with another facet. By that time in Ilshenar, the Ilshenarians had banished the four Followers of Armageddon Martoo Saul, Junin Pince, Zendella Kxriss, and Miron Vehl through their facet gate of Justice. The place to which they were banished was our own Britannia. The Followers immediately set about insinuating themselves into positions of influence. They began to collect bits of blackrock, the most rare of substances, and hoard it in secret caches throughout Britannia. The peculiar property of blackrock is that it can block and channel aetherial waves as no other substance can. One application of this effect is to open gateways between dimensions, such as those the Cabal used to contact the dark wisps. They saved the blackrock for a time when they would need to consult with those allies again. Allies in Britannia were gathered under the name of the Zog Cabal but were never inducted into the true ethos of the Cabal in Ilshenar, nor made aware of the existence of that facet.

The relics of Mondain, and their keeper, Brother Olic, were captured by orcs on the road travelling from Vesper to Britain, but Olic was rescued and the relics redisplayed in Britain. In all likelihood, this was the first move of the cabalists, who were still unknown to the

people of Britannia.
There was, however,
another villain who might
have desired the relics,
and none can say for
certain who it really was
who tried to steal them
in Vesper.

The cabal entered
public view by the murder
of an upstanding man,
Hartham the weapons
trainer of Trinsic. The
criminal was found by
Crawworth the captain of
the guards to be a man
named Durn, who however
revealed nothing of use
before taking his own
life. At Hartham's wake,
a man appeared who
revealed the murder to
be but the first act of
an agenda to frustrate
Order and Lord British's
desire to unify the
shards, enacted by an
organization calling itself
the Zog Cabal.
Investigation yielded little
information about the
Cabal, but the scrutiny
uncovered gold embezzled
by the paladin Juo'Nar.
Juo'Nar was banished
from Trinsic.

Shortly after,
Britannia was beset on
three fronts. Twin liches
Lathiari and Kyrnia raised
the dead in vile
experiments, Juo'Nar the
fallen paladin harried
Trinsic with armies of
demihumans, and trolls
staked a claim to the
northern shore of Vesper.
Speculation ran rampant
that the Zog Cabal
masterminded it all from
behind the scenes, but
the Cabal's agenda lay on
entirely different lines.
Nevertheless, Crawworth
resigned his position in
Trinsic to dedicate his

time to revealing the Cabal. In his stead, Flinth Desryn became the new captain of Trinsic's guard.

Rather than being agents of the Cabal, Juo'Nar, the lich twins, and the trolls were agents of a new threat, entirely unsuspected by anyone at the time. Minax was by then aware of the multitude of other facets on the shard. She did not yet have the means to travel between facets, but she was able to communicate across them. She instructed the troll brothers G'Splat and G'Thunk to unify their people to regain what was lost to Uulther Malphane, and she told Juo'Nar of the magical necklace that he employed to command orcs and lizardmen.

Despite this assistance, the trolls failed in their objectives. G'Splat was slain, and afterward the trolls' resolve evaporated. Juo'Nar pressed Britannia's ability to defend itself, drawing attention to attacks on the shrines while raiding supply caravans. One such raid led to the death of the wife of Flinth Desryn. Desryn redoubled his efforts at locating Juo'Nar, until with the help of Brother Olic, Juo'Nar was at last found in Ocllo and slain. Notably, neither G'Thunk nor the body of Juo'Nar were accounted for when all was said and done.

(Cont. in Part 2)